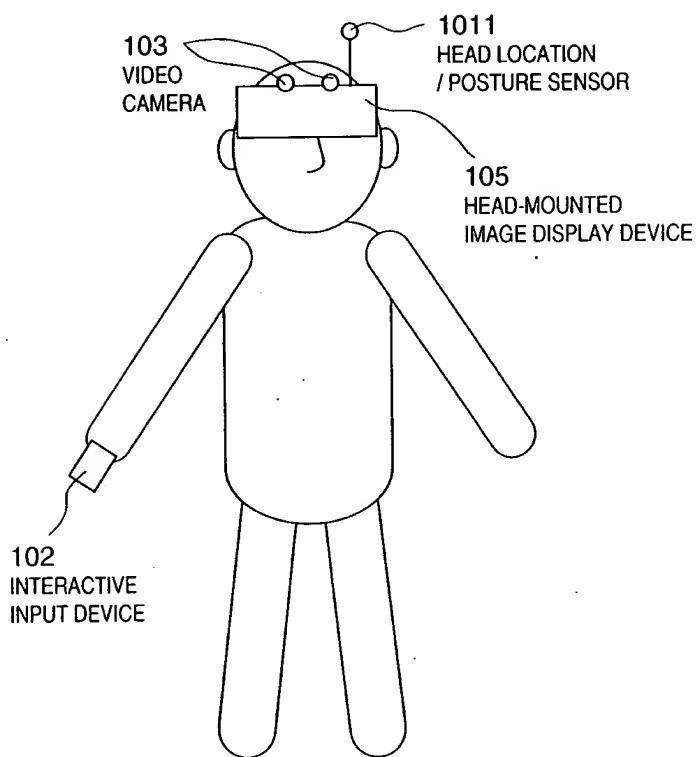
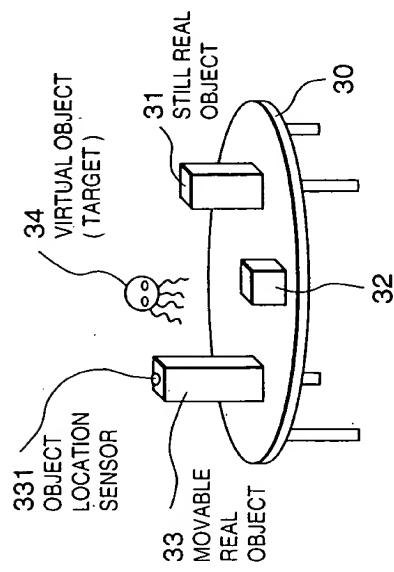
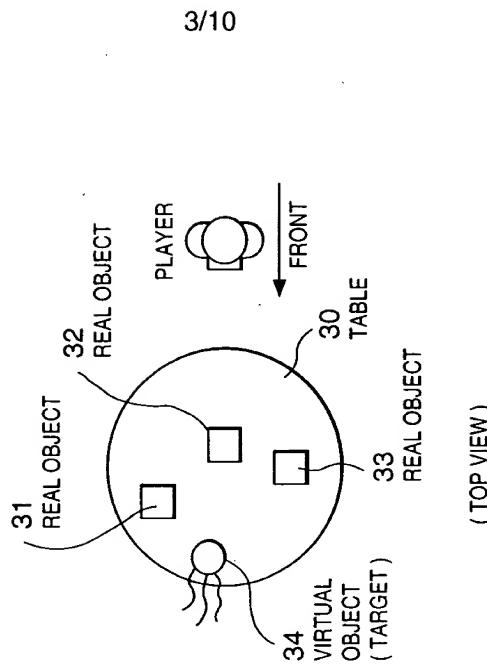


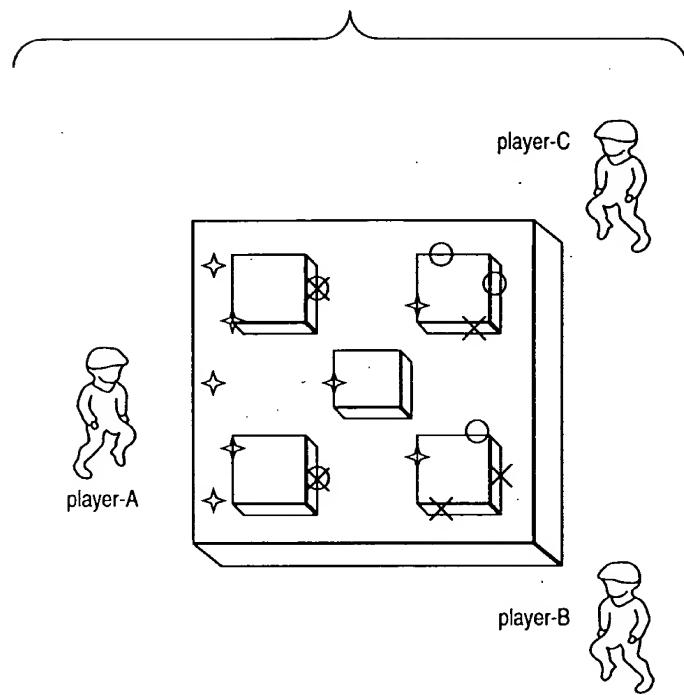
FIG. 1

**FIG. 2**



**FIG. 3A****FIG. 3B**

## FIG. 4

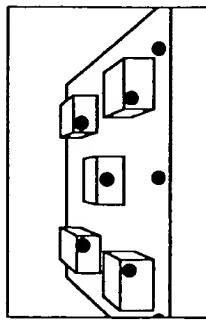


★ : MARKER FOR player-A

× : MARKER FOR player-B

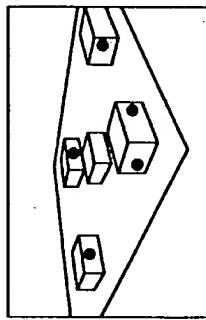
○ : MARKER FOR player-C

**FIG. 5A**



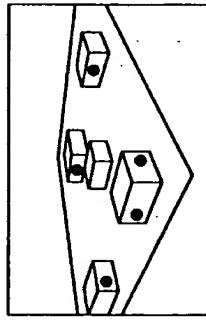
MARKERS ARE SEEN  
FROM VIEWPOINT OF player-A

**FIG. 5B**



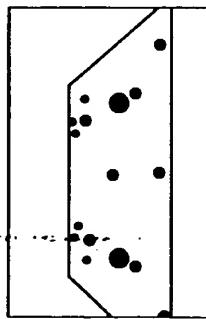
MARKERS ARE SEEN  
FROM VIEWPOINT OF player-B

**FIG. 5C**



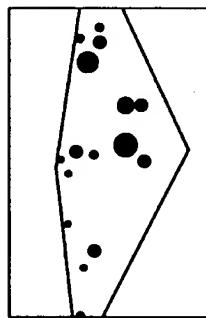
MARKERS ARE SEEN  
FROM VIEWPOINT OF player-C

FIG. 6A



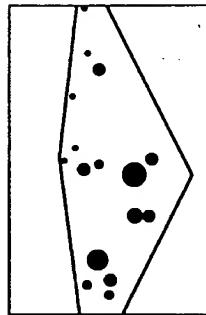
MARKERS ARE SEEN  
WHEN NO OBSTACLES ARE USED

FIG. 6B



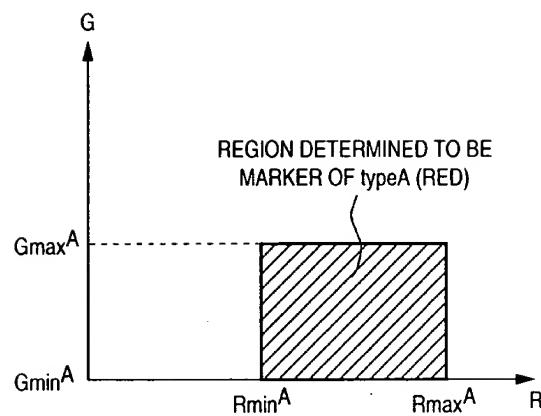
MARKERS ARE SEEN  
WHEN NO OBSTACLES ARE USED

FIG. 6C



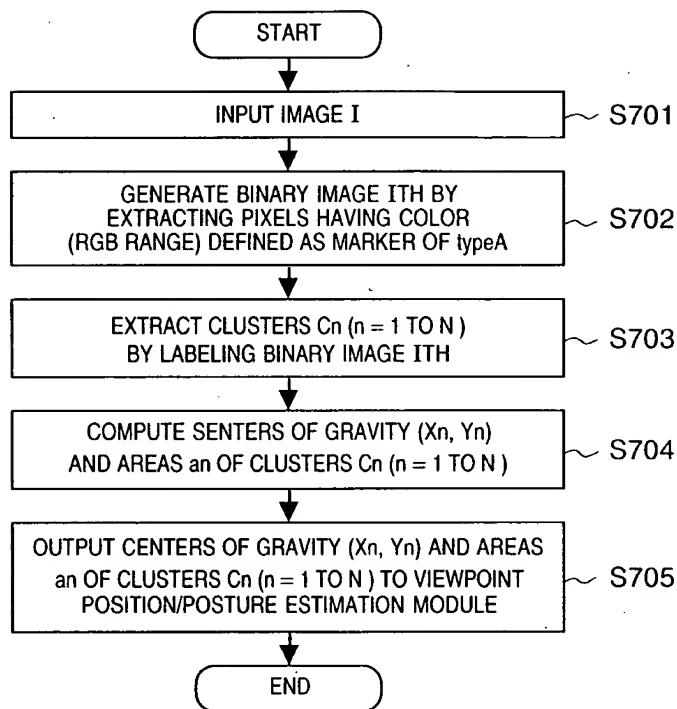
MARKERS ARE SEEN  
WHEN NO OBSTACLES ARE USED

FIG. 7



**F I G. 8**

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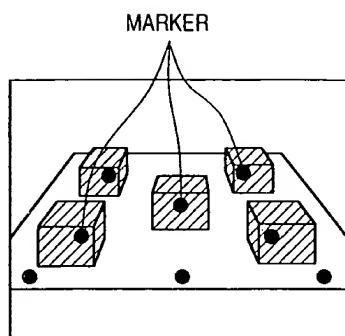
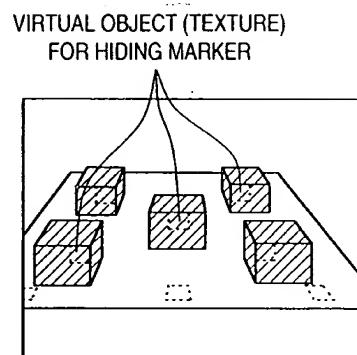
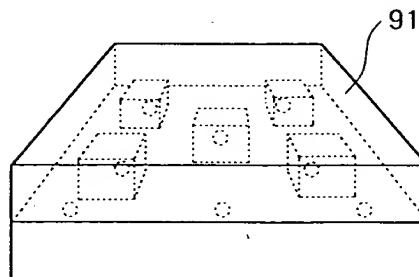
**FIG. 9A****FIG. 9B****FIG. 9C**

FIG. 10

